



**THE USE OF CRAZY PROFESSOR READING GAME
IN TEACHING READING IN THE EIGHTH GRADE STUDENTS
OF SMP IT ITTIHADUL MUWAHIDDIN PATI
IN ACADEMIC YEAR 2012/ 2013**



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**DEPARTMENT OF ENGLISH EDUCATION
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MURIA KUDUS
2012**

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SKRIPSI

**Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Completing the Sarjana
Program in English Education**

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2012**



MOTTO AND DEDICATION

MOTTO:

∞ It is Allah Who bestows success, and guides to the Straight Path.

(The Noble Qur'an).

∞ Never give up and keep trying.

∞ We don't know what is going on the future, but we should try to make it better.



DEDICATION

This skripsi is dedicated to:

1. His beloved parents (Sa'di and Repi)
2. His beloved brother (Achmad Luthfi)
3. His best friend (Eko Pramono and Achmad Muzaki)
4. His best group " Brother Complex"
5. All of his friends in UMK

ADVISORS' APPROVAL

This is to certify that the Sarjana Skripsi of Machfaud has been approved by the skripsi advisors for further approval by the Examining committee.

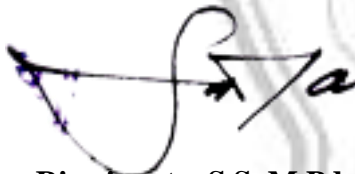
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Acknowledged by
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Dean,



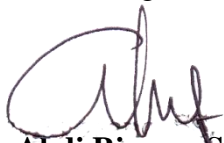
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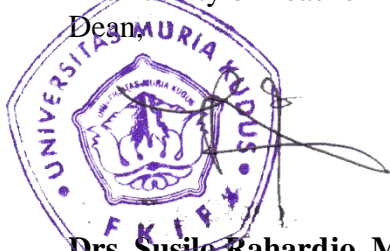
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ACKNOWLEDGEMENT

In this occasion, the writer would like to say thanks to Allah SWT for all of mercy and blessing to the writer with health, power and motivation to finish his skripsi entitled “The Use of Crazy Professor Reading Game in Teaching Reading in the Eighth Grade Students of SMP IT ITTIHADUL MUWAHIDDIN Pati in Academic Year 2012/ 2013”

Furthermore, the researcher would like to express the sincerity gratitude and appreciation for the available assistance given by many people in finishing this research. They are:

1. Drs. Susilo Rahardjo, M.Pd, the Dean of Teacher Training and Education Faculty University of Muria Kudus.
2. Fitri Budi Suryani, S.S, M.Pd as the Head of English Education Department of Teacher Training and Education of Muria Kudus University.
3. Ahdi Riyono, SS, M.Hum as the first advisor. Thanks for all your best suggestions, guidance, advice, and motivation to the researcher in finishing this final project.
4. Rismiyanto, SS, M.Pd as the second advisor. Thanks for all your valuable help, advice, guidance, and motivation to the researcher in finishing this final project.

5. Yusri Herman, S.Ag, MM as the Headmaster of SMPIT Ittihadul Muwahidin Pati who has given the researcher a permission to do the research and support the researcher in writing this skripsi.
6. The English teacher of SMPIT Ittihadul Muwahidin Pati, Roman Herdi Kusuma, for help, and all of the students of eighth grade students of SMPIT Ittihadul Muwahidin Pati in the academic year 2012/2013.
7. His beloved parents Sa'di and Repi who always give prayer, support, motivation and moral encouragement to finish his skripsi.
8. His beloved young brother Achmad Luthfi who always give support and affection.
9. All of his beloved best friends, Eko Pramono and Achmad Muzaki for prayer, help and support.
10. All of his friends in UMK

Those cannot be mentioned one by one for the support. The researcher expects that everything has been writing in this research will be useful for all the readers and the writer himself. Some suggestions and criticisms are always needed to make it better.

Kudus, September 2012

Machfaud

200832243

ABSTRACT

Machfaud. 2012. *The Use of Crazy Professor Reading Game in Teaching Reading in the Eighth Grade Students of SMP IT ITTIHADUL MUWAHIDDIN Pati in Academic Year 2012/ 2013*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Ahdi Riyono, SS, M.Hum (ii) Rismiyanto, S.S, M.Pd.

Key words: *Reading, Crazy Professor Reading Game.*

There is possibility that the students do not comprehend because they do not understand. However, many students get difficulties in reading material, for example descriptive text. So, the teacher should apply game of teaching that can interest for studying reading. Crazy Professor Reading Game is one of the teaching reading games that can be used in teaching reading to understanding material. Therefore, the teacher applies Crazy Professor Reading Game for the eighth grade students of SMP IT Ittihadul Muwahidin Pati in the academic year 2012/2013 to understand their reading comprehension of descriptive text.

The objective of the study is to describe the implementation of Crazy Professor Reading Game in teaching reading, and to describe the problems faced by the students in the eighth grade students of SMP IT ITTIHADUL MUWAHIDDIN Pati in Academic Year 2012/ 2013.

The design of the research is descriptive qualitative. It is done at the eighth grade students of SMP IT Ittihadul Muwahidin Pati in the academic year 2012/2013 on first semester consist of 25 students (12 boys and 13 girls). To get the data the writer doing three activities, they are observation, recording and questionnaire sheet.

The result of the study is implementation of Crazy Professor Reading Game in teaching reading comprehension is good because there are some improvements from the first observation and recording until the last observation and recording. And the first problem faced by the students is they don't practice in reading well when the teacher ask them to read the text dramatically with gesture, body movement and face expression (60%) and the second problem is they can't play a role with their friends as a teacher and students in explaining (72%).

Therefore, the writer can conclude that the implementation of Crazy Professor Reading Game of the eighth grade students of SMP IT ITTIHADUL MUWAHIDDIN Pati in Academic Year 2012/ 2013 is good. And the problems faced by the students are 2 problems.

The writer suggests that the teacher should use enjoyable game because it can interest the students to studying. Crazy Professor Reading Game will give many benefits in teaching and learning process for both teacher and students. It makes students interested in the teaching and learning process.

ABSTRAKSI

Machfaud. 2012. *Penggunaan dari Crazy Professor Reading Game dalam Pengajaran Membaca Pada Siswa Kelas Delapan SMP IT ITTIHADUL MUWAHIDDIN Pati Tahun Ajaran 2012/ 2013*. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (i) Ahdi Riyono, SS, M.Hum (ii) Rismiyanto, S.S, M.Pd.

Kata Kunci: Membaca, Crazy Professor Reading Game

Ada kemungkinan bahwa siswa tidak memahami karena mereka tidak mengerti. Bagaimanapun, banyak siswa mendapatkan kesulitan didalam membaca materi, contohnya teks descripsi. Jadi, guru harus menerapkan permainan dari pembelajaran yang bisa menarik untuk belajar membaca. Crazy Professor Reading Game adalah salah satu permainan mengajar membaca yang bisa digunakan untuk memahami materi. Oleh karena itu, guru menerapkan Crazy Professor reading Game untuk kelas delapan SMP IT Ittihadul Muwahidin Pati tahun ajaran 2012/2013 untuk memahami pemahaman membaca dari teks deskripsi.

Tujuan dari pembelajaran ini adalah untuk mendiskripsikan penerapan dari Crazy Professor Reading Game, dan untuk mendiskripsikan permasalahan yang dihadapi siswa kelas delapan SMP IT SMP IT ITTIHADUL MUWAHIDDIN Pati tahun ajaran 2012/ 2013.

Rancangan penelitian ini adalah kualitatif deskripsi. Penelitian ini dilakukan pada siswa kelas delapan SMP IT Ittihadul Muwahidin Pati pada tahun ajaran 2012/ 2013 di semester pertama yang terdiri dari 25 siswa (12 laki- laki dan 13 perempuan). Untuk mendapatkan data penulis melakukan tiga aktivitas, yaitu mengobservasi, merekam, dan memberi daftar pertanyaan.

Hasil dari pembelajaran adalah penerapan dari Crazy Professor Reading Game didalam mengajar pemahaman membaca adalah bagus karena ada peningkatan dari observasi dan perekaman pertama sampai observasi dan perekaman yang terakhir. Dan permasalahan yang pertama dari siswa adalah mereka tidak melakukan praktek membaca baik ketika guru menyuruh untuk membaca teks secara dramatis dengan gerak tubuh, perpindahan badan dan ekspresi wajah (60%) dan permasalahan yang kedua adalah mereka tidak bisa berperan dengan temannya sebagai guru dan siswa dalam menjelaskan (72%)

Oleh karena itu, penulis bisa menyimpulkan bahwa penerapan Crazy Professor Reading Game dari siswa kelas delapan SMP IT ITTIHADUL MUWAHIDDIN Pati tahun ajaran 2012/ 2013 adalah baik. Dan permasalahan yang dihadapi dari siswa adalah 2 masalah.

Penulis menyarankan agar guru harus menggunakan game yang menyenangkan karena itu bisa menarik siswa untuk belajar. Crazy Professor Reading Game akan memberi manfaat di dalam proses belajar mengajar antara guru dan murid. Itu membuat siswa tertarik didalam proses belajar mengajar.



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